The Church by the Cemetery
(expansion map for Zombie Plague)

MoonSylver approached me with this original idea for a church/graveyard map. Based on his sketches, I put together this map. The map was done in Adobe Photoshop using objects from www.rpgmapshare.com, the forums at www.dundjinni.com, and lots of Google.

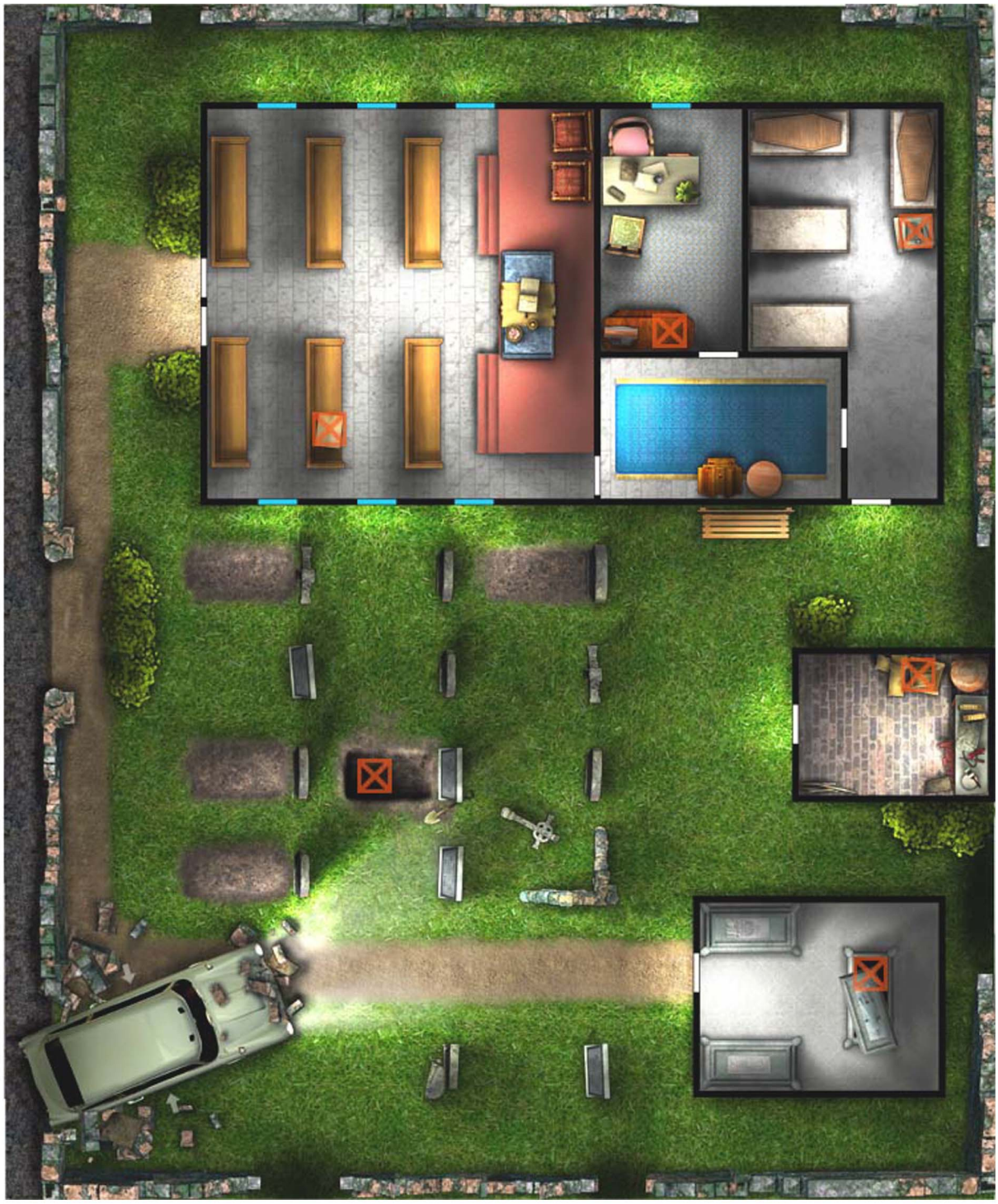
This is an original map for Zombie Plague. It can be used as a whole new board, or it can be attached to my updated original game board for a really big board. All the normal rules and game play can be used on this map, but instead of barricading a house, human players must barricade themselves inside the church building. The car featured in this map can be used with "Car Keys."

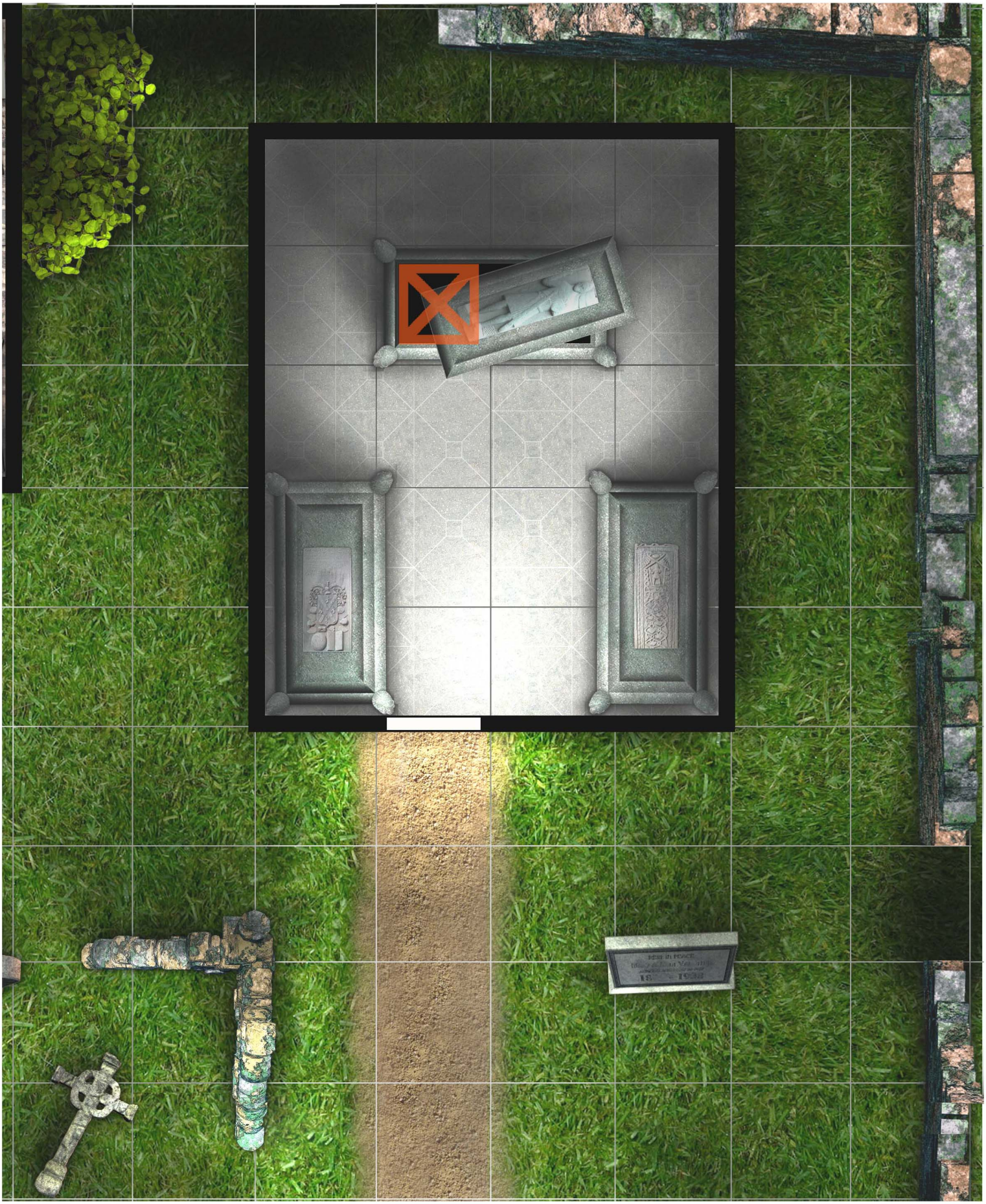
Other than that here's one suggestion for this particular map which you might want to use:

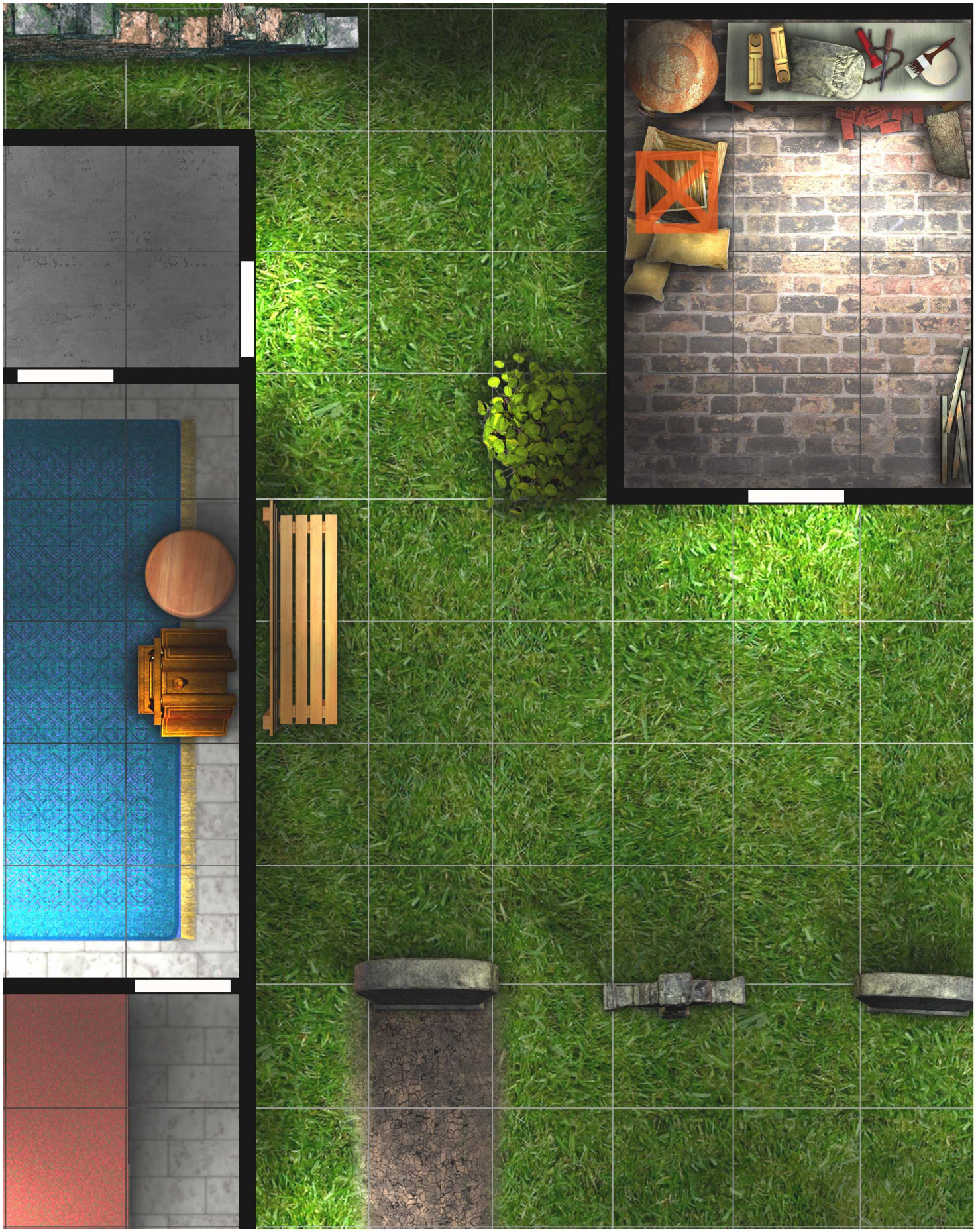
- On zombie player's turn, as usual, a roll 1, 2, 3, or 4 designates zombies appearing from north, east, south, and west, respectively. A roll of 5 designates zombies emerging from the open grave in the cemetery. A roll of 6 designates zombies emerging from the open grave in the mausoleum.

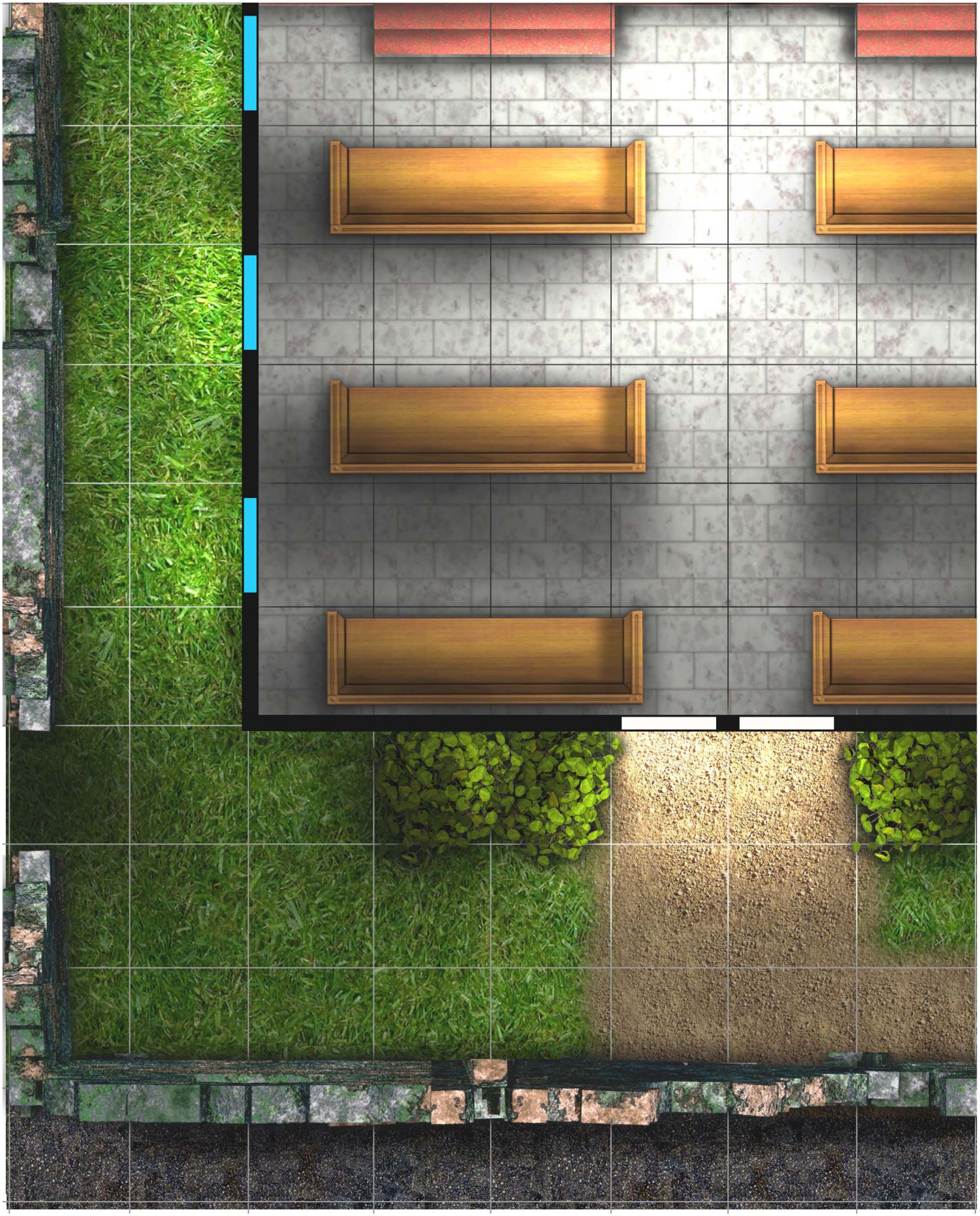
Feel free to interpret this map whichever way works best for you. Enjoy and happy gaming.

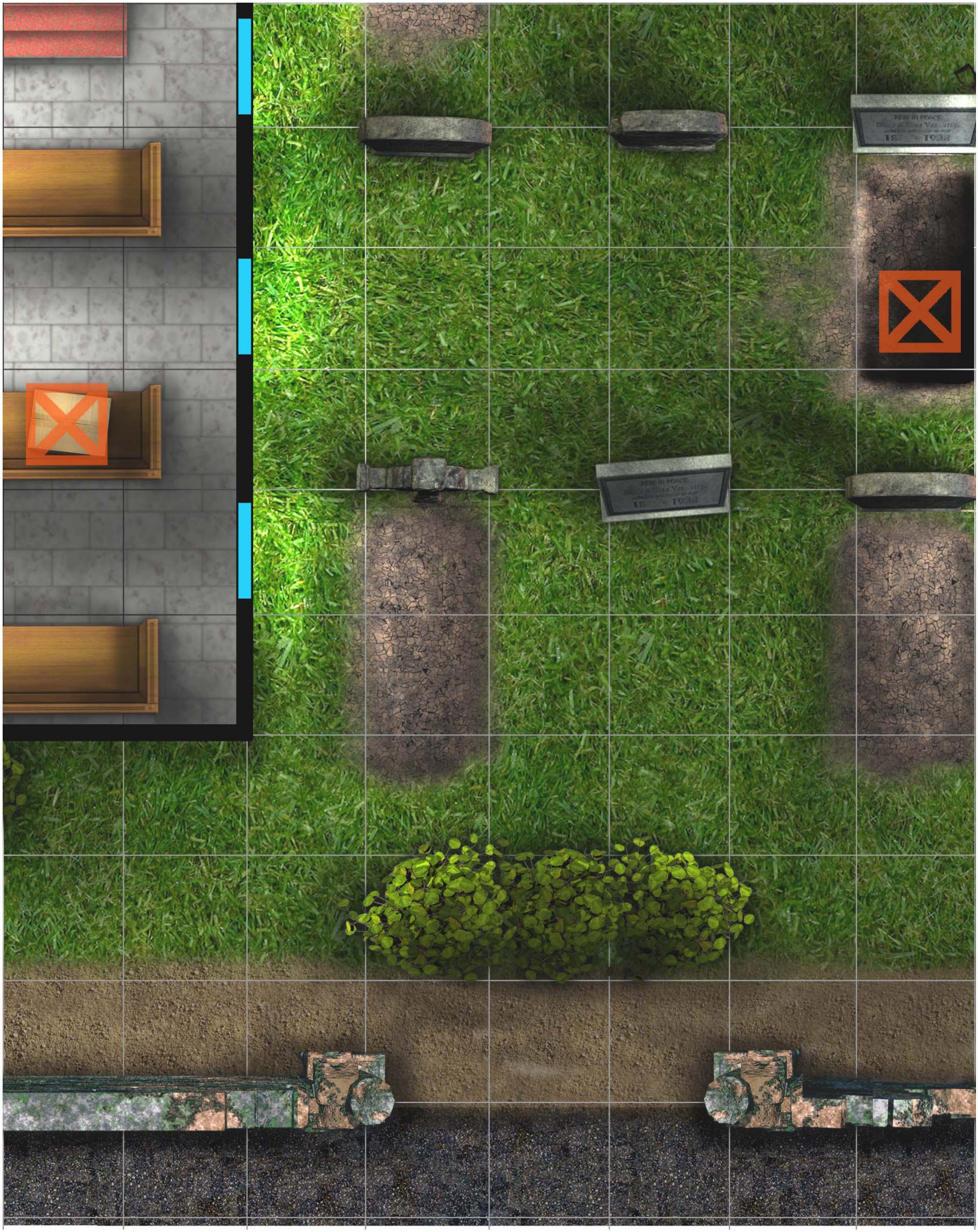
~kwanchai (kwanchai13@hotmail.com)

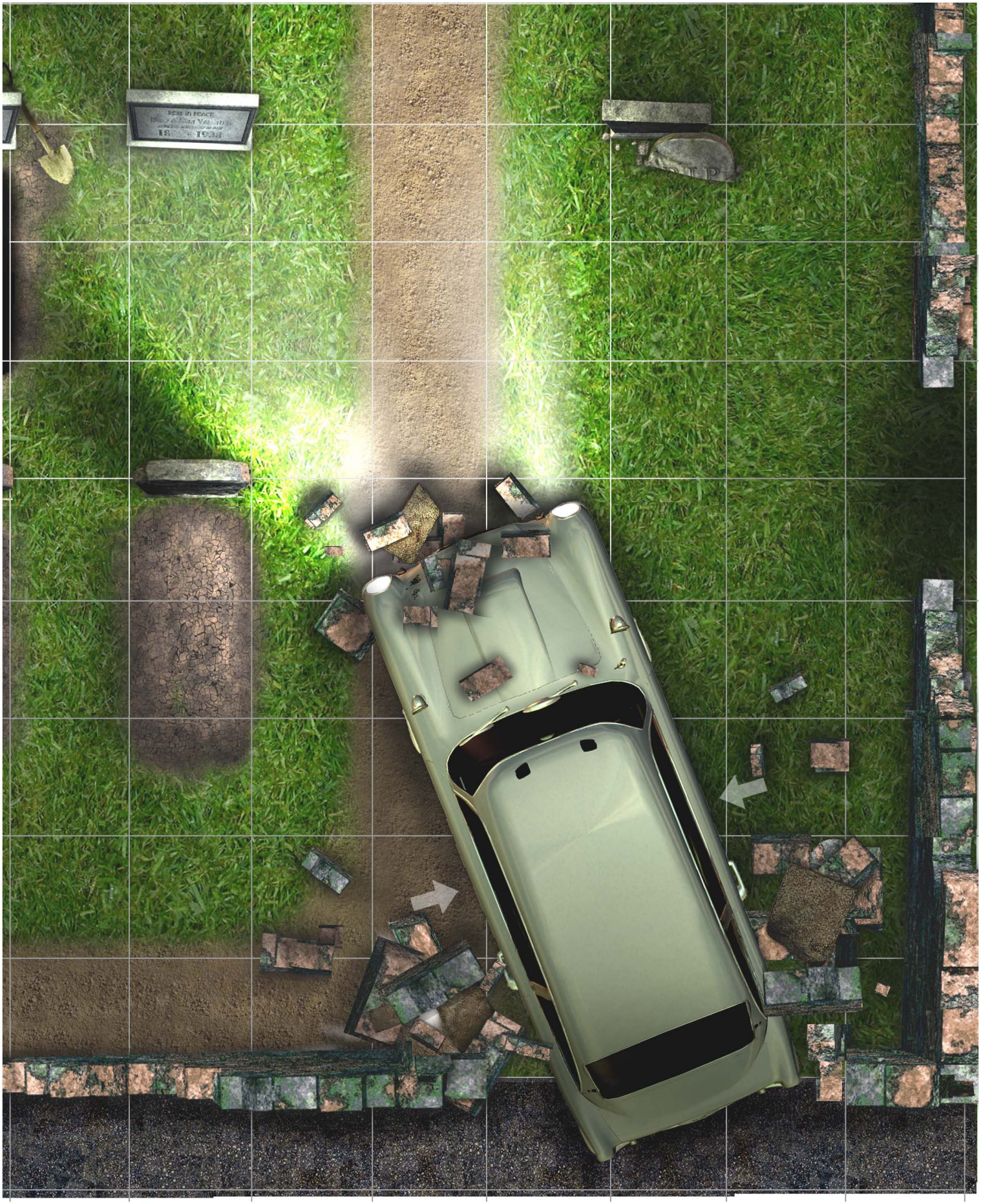








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